AMENDMENT TO THE SPECIFICATION

Please amend the specification by marked up replacement paragraph(s) as follows.

Please replace paragraph [0107] with the following:

--[0107] The simulation framework 300~~400~~, according to an exemplary embodiment, has a strategy game module 415 that facilitates multi-player "gaming" of competitive scenarios to establish possible outcomes. Specifically, the strategy game module 415 can include methods for creating and naming new scenarios; and methods of copying simulation objects into a scenario. Such methods may be used before or during the game simulation. Also, the module 415 includes methods for adding teams to scenarios, methods of assigning individuals to teams; methods for assigning entities and their states to teams; and methods for assigning the goal of each team. Teams may be assigned different goals. For example, Team A may be tasked with maximizing market share of Entity A. Team B may be tasked with maximizing after-tax profitability of Entity B. Further, the strategy game module 415 supports methods for assigning a start time to the game and the standard time step for the game, and processes for notifying all teams that all teams have selected one or more game operators which is called a move, or have forfeit their move. The module 415 also includes processes for notifying each team what operators are valid for selection by the team in the next time step; processes for accepting the team's selection of operators for the next time step; a connection to an object execution module 425; and a connection to an object storage system 427.--